

# 100 Magical Potions and Consumables for the Busy Game Master



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# **100 Magical Potions and Other Consumables for the Busy Game Master**

**Oils, Powders, Ointments, Perfumes, and More**

**by Steven Chabotte**



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**W**elcome to **100 Magical Potions and Other Consumables for the Busy Game Master** – a list of odd and unusual magical items built with a liquid, cream, or powder as its receptacle of power. Each piece in the list is a unique magic item for an adventurer to use in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a particular liquid, cream, or powder at its core, but feel free to change the base type to make it something your party members would appreciate better. Not everyone wants a magical ointment that must be rubbed on the chest but might like the same magical abilities in an easy-to-quaff potion or spray-on perfume.

Each magical consumable detailed in this list has one or more fascinating abilities. As the game master, feel free to tinker with the items and change their type or magical abilities to fit the characters in your game world. Here are a few ideas to help you transform a potion in the list into another form or create a personal descriptive explanation of what the characters see when they find that potion, perfume, or other items.

## Containers

- Ampoule
- Atomizer
- Beaker
- Bottle
- Box
- Canteen
- Decanter
- Decanter
- Dropper
- Falcon
- Flask
- Flask
- Gourd
- Jar
- Pot
- Spray bottle
- Syringe
- Tin
- Tube
- Vial

## Smells

- Acidic
- Acrid
- Aged
- Airy
- Alcoholic
- Alkaline
- Almondy
- Ambrosial
- Antiseptic
- Aromatic
- Astringent
- Balmy
- Balsamic
- Barbecued
- Battered
- Béarnaise
- Biting
- Bitter
- Bittersweet
- Blackened
- Blanched
- Bland
- Brackish
- Braised
- Brewed
- Briny
- Browned
- Bubbly
- Burning
- Burnt
- Buttery
- Candied
- Caramelized
- Carbonated
- Caustic
- Chalky
- Charred
- Cheesy
- Chipotle
- Chocolatey
- Chowdery
- Citrusy
- Course
- Creamed
- Creamy
- Curdled
- Cured
- Curried
- Damp
- Dank
- Decadent
- Deglaze
- Delicate
- Delicious
- Delightful
- Deviled
- Diluted
- Disgusting
- Distasteful
- Distinctive
- Divine
- Doughy
- Drenched
- Dripping
- Drizzled
- Dulcet
- Dull
- Dusted
- Earthy
- Edible
- Eggy
- Fatty
- Feathery
- Fermented
- Fibrous
- Fiery

- Fishy
- Fizzy
- Flakey
- Flambé
- Floury
- Flowery
- Foul
- Fragrant
- Fresh
- Frosty
- Fruity
- Full-Bodied
- Gamey
- Garlicky
- Gaseous
- Gelatinous
- Gingery
- Glazed
- Gooey
- Greasy
- Harsh
- Heady
- Herbaceous
- Herbal
- Honeyed
- Infused
- Intense
- Inviting
- Juicy
- Laced
- Laden
- Lemony
- Light
- Limp
- Luscious
- Lusty
- Malodorous
- Malty
- Marinated
- Mealy
- Meaty
- Medicinal
- Mellow
- Metallic
- Mild
- Mildewed
- Milky
- Minty
- Moist
- Moldy
- Muddy
- Mushy
- Musky
- Musty
- Nasty
- Natural
- Nauseating
- Nectarous
- Nourishing
- Noxious
- Nutty
- Odoriferous
- Odorless
- Oily
- Onions
- Overripe
- Palatable
- Pasty
- Penetrating
- Peppery
- Perfumed
- Pickled
- Piney
- Piquant
- Plain
- Pleasant
- Potent
- Powdery
- Puffy
- Pulpy
- Pungent
- Puréed
- Putrid
- Rancid
- Rank
- Raw
- Redolent
- Reeking
- Refreshing
- Rich
- Ripe
- Roasted
- Robust
- Rosy
- Rotten
- Rubbery
- Saccharine
- Salted
- Salty
- Sapid
- Saporous
- Saturated
- Savory
- Scented
- Scrumptious
- Sharp
- Sickly
- Silky
- Skunk
- Slimy
- Smelly
- Smoky
- Smooth
- Smothered
- Snappy
- Sour
- Sparkling
- Spicy
- Spoiled
- Stagnant
- Stale
- Starchy
- Steamy
- Stench
- Stewed
- Sticky
- Stinging
- Stinky
- Stringy
- Strong
- Subdued
- Succulent
- Sugary
- Sulphury
- Sweaty
- Sweet
- Sweetish
- Syrupy
- Tainted
- Tangy
- Tantalizing
- Tart
- Tasty
- Tepid
- Toasted
- Umami
- Unflavored
- Unsalted
- Unsavory
- Unseasoned
- Vanilla
- Velvety
- Vinegary
- Whipped
- Wilted
- Woody
- Yeasty
- Yucky
- Yummy
- Zesty

## Colors

- Amber
- Amethyst
- Apricot
- Aqua

- Aquamarine
- Auburn
- Azure
- Beige
- Black
- Blue
- Bronze
- Brown
- Cardinal
- Carmine
- Celadon
- Cerise
- Cerulean
- Charcoal
- Chartreuse
- Chocolate
- Cinnamon
- Copper
- Coral
- Cream
- Crimson
- Cyan
- Dark
- Desert Sand
- Ebony
- Eggplant
- Emerald
- Fuchsia
- Gold
- Goldenrod
- Gray
- Green
- Grey
- Hue
- Indigo
- Ivory
- Jade
- Jet
- Khaki
- Lavender
- Lemon
- Lilac
- Lime
- Magenta
- Mahogany
- Maroon
- Mauve
- Mustard
- Navy Blue
- Ocher
- Olive
- Orange
- Orchid
- Pale
- Peach
- Periwinkle
- Persimmon
- Pewter
- Pink
- Puce
- Pumpkin
- Purple
- Red
- Rose
- Ruby
- Russet
- Rust
- Saffron
- Salmon
- Sapphire
- Scarlet
- Sea Green
- Sepia
- Shamrock
- Sienna
- Silver
- Slate
- Steel Blue
- Tan
- Tangerine
- Taupe
- Teal
- Terracotta
- Thistle
- Tomato
- Topaz
- Turquoise
- Ultramarine
- Umber
- Vermilion
- Violet
- Viridian
- Wheat
- White
- Wisteria
- Yellow

## Opacity and Viscosity

- Aqueous
- Damp
- Dissolvable
- Dissolved
- Dulcet
- Fluent
- Fluidic
- Fusible
- Ichorous
- Juicy
- Liquefied
- Liquescent
- Liquiform
- Luscious
- Mellifluent
- Mellifluous
- Mellow
- Meltable
- Melted
- Moist
- Molten
- Moving
- Pulpy
- Running
- Runny
- Sappy
- Serous
- Smooth
- Soft
- Solvent
- Succulent
- Thawed
- Thin
- Viscous
- Watery
- Wet

Take a bit of time to read each item in the list. Think of ways to make some of the potions and other concoctions perfect for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of magic and deciding which player benefits from its capabilities the most. Potions and similar magics typically do not require attunement, which is true for all the items in this list.

Use this list to choose a random consumable by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	<p>The <b>Lotion of Acid Resistance</b> is a sappy crimson-colored lotion in a ceramic jar with a cork cover. When opened, the pungent smell of rotting fish is released.</p> <p>When rubbed on a body, the lotion confers resistance to all acid-based attacks for 24 hours. The jar contains enough cream to serve a medium-sized creature three times.</p>
2	<p>The <b>Tightening Cream of the Swan</b> is an ivory white cream stored in a squeezable tin tube. It has a faint rosy smell and a very smooth feel as it is applied.</p> <p>The cream is meant to be applied to the head and neck, and it immediately makes the user more beautiful, tightening up wrinkles at taking years off the features. One application of the cream boosts the user's Charisma by 2 points and lasts four hours. The tube has enough cream for ten applications.</p>
3	<p>The <b>Perfume of Undead Repulsion</b> is a delicate rosy-colored perfume in an atomizer bottle. The odor is difficult to nail down, but the best description is that it smells like the vibrancy of life.</p> <p>The smell of such aliveness is enough to turn the stomach of any undead creature if it had a stomach. Its fragrance is so offensive to the undead that when sprayed on one, it acts like a cleric's turn undead divinity feature. If the undead creature fails a DC 15 Wisdom saving throw, it is turned for one minute or until it takes damage. The atomizer has enough perfume for 25 sprays.</p>
4	<p>The <b>Potion of Energy Absorption</b> is a clear-colored liquid in a small ampoule with a cork keeping the liquid from spilling out. When imbibed, it has a slightly fruity taste and odor.</p> <p>When drunk, the potion gives the drinker immunity to the specific energy type for one minute. The color determines the type of immunity. Red is fire, orange is acid, yellow is lightning, green is poison, blue is cold, black is necrotic, and clear is radiant.</p>
5	<p>The <b>Powder of the Meditative Mind</b> is a light brown powder with silver and blue flecks in a small silver box. It is finely ground and easily dissolves in water to make a tasteless muddy brown drink.</p> <p>When mixed with water and drunk, the powder puts the drinker into a deep meditative state for one hour. The state is so restful that the drinker benefits from a long rest in that hour. The downside is that the state is so restful the drinker cannot be woken until the rest is complete. There is enough powder in the box to create six drinks.</p>
6	<p>The <b>Elixir of Agile Movement</b> is a viscous pale yellow liquid in a clear glass tube with a rubber stopper. When opened, it smells rubbery as though it absorbed the smell of the stopper, and it tastes a bit like sweet flower nectar.</p> <p>When drunk, the elixir allows the drinker to walk on any surface as though it were normal terrain. Thus, the drinker can walk on water and mud as easily as on a paved road. It also grants advantage on any Dexterity checks related to movement. The effects last for one hour.</p>

7	<p>The <b>Tonic of Agelessness</b> is a very thin, smoky gray liquid. When its container is opened, a slight popping sound is heard, and wood smoke-scented bubbles rise from the liquid.</p> <p>The imbiber is protected from any effects that can manipulate age for ten minutes when imbibed. This tonic is especially effective when combatting ghosts and similar monsters.</p>
8	<p>The <b>Tar of Power</b> is a black molasses-thick tarry substance stored in a small piece of waxed butcher paper. It is quite sticky and tastes slightly of honey and burnt sugar.</p> <p>When eaten, the tar temporarily buffs the character by one level. In other words, a level five character will become level six, and so on. If the player is multiclassing, allow the player to choose which class jumps a level. The player gains all the bumps associated with that new level. The effect wears off after one minute.</p>
9	<p>The <b>Cream of Invulnerability</b> is a medium-silver colored cream stored in a ceramic-lined tin box. It is rock solid and takes being touched by a finger for several seconds to melt enough to be scooped out and applied. It smells faintly of ozone after a lightning bolt strike.</p> <p>When this cream is rubbed on the entire body, it grants resistance to all damage for one minute. There is enough cream in the tin to cover a medium-sized creature three times.</p>
10	<p>The <b>Potion of Green Life</b> is a watery potion that looks like swamp water in a jar, complete with algae and scum that typically covers the top of a swampy surface. It even smells like swamp water. It tastes like organic plant rot.</p> <p>When poured on the ground, it spreads to cover a 20 sqft area and immediately turns it swampy and teeming with plant life. The area immediately becomes difficult terrain, and the quicksand-like texture of the ground tries to pull any standing in its area of effect into the ground. Any who fails a DC 15 Dexterity saving throw sink to their waist into the quicksand and becomes restrained. Because the potion is in a jar, the wielder can also throw it up to 30' and have it smash on the ground at that point.</p>
11	<p>The <b>Drops of Moistness</b> is a dark brown glass dropper bottle filled with an orangish liquid with a vaguely vegetable odor.</p> <p>When placing a drop in each eye, the user gains darkvision to a range of 120' for 10 minutes. There are enough drops in the bottle for 20 applications.</p>
12	<p>The <b>Perfume of the Gilded Tongue</b> is a golden-colored perfume in an atomizer. It has the delicate scent of a forest cactus in full bloom.</p> <p>When sprayed on, the wearer becomes irresistible. Every creature within 30' of the wearer must roll a DC 16 Charisma saving throw or become charmed (per the charm person spell) for ten minutes. Any time a creature enters that 30' radius, it must make a saving throw. If a creature succeeds, it is immune to the effects. The atomizer has enough perfume in it for 15 applications.</p>
13	<p>The <b>Snuff of Far Seeing</b> is a finely ground cherry-scented tobacco in a simple leather pouch with a drawstring. There is also a small silver spoon in the pouch.</p>

	<p>When inhaled, the world opens up to the user. A visual map of the region within ten miles is seen in the user's eye. The user can zoom in and out on various parts of the map, learning details about the area. The effect wears off after five minutes. The bag has 20 doses, but it is so powerful that using it more than once daily incapacitates the user for ten minutes.</p>
14	<p>The <b>Extract of Animal Control</b> is a thick yellowish cream that smells vaguely of forest rot. It is stored in a well-sealed, wide-mouthed jar with a corked lid.</p> <p>Rubbing a dab onto a beast's nose forces it to roll a DC 14 Wisdom saving throw or be under the effects of the animal friendship spell for 24 hours. The jar has enough cream for eight applications. The one who applies the cream can use it more than once daily to control multiple beasts.</p>
15	<p>The <b>Antidote</b> is a vile, chalky liquid that tastes like rotten eggs mixed with fermented entrails. It is in a stoppered flask.</p> <p>When this potion is imbibed, it cures the drinker of all diseases and poisons and provides immunity to new diseases and poisons for 48 hours.</p>
16	<p>The <b>Tonic of Magic Dismissal</b> is a brown whiskey bottle filled with a bitter concoction made from various herbs soaked in strong alcohol. The taste is slightly floral with a biting, bitter aftertaste. It smells of flowers somewhat past their prime.</p> <p>Drinking a shot of this tonic removes any magical effects currently impacting a person, including things like charm person, geas, magical curses, and many others. The bottle holds 20 shots worth of this tonic.</p>
17	<p>The <b>Dust of Wakefulness</b> is a fine off-white powder in a small silver box with a golden spoon mounted in its cover. The powder is odorless and tasteless.</p> <p>When a spoonful is snuffed into the lungs, it immediately fills the user with wakeful energy, allowing the user to stay awake for 24 hours without exhaustion. The dust can be used daily for seven days. If used eight days in a row, the user dies. The box contains 60 doses.</p>
18	<p>The <b>Oil of Steelskin</b> is a medium gray, thin oil smelling of burning coal in a hot forge. It is stored in an oil flask.</p> <p>Rubbing the oil on the skin gives a +2 bonus to armor class to anyone not wearing armor that lasts 24 hours. There are four doses in the flask.</p>
19	<p>The <b>Cream of Intimidation</b> is a medium thick green-brown paste in a clay pot that tingles when touched. It smells slightly of clay being worked in a potter's workshop.</p> <p>When applied to the face, it allows the wearer to assume a fearsome appearance, giving advantage on all intimidation-based rolls for 24 hours. There is enough cream in the pot for five applications.</p>

20	<p>The <b>Lotion of Psychokinesis</b> is a lilac-scented white cream with a smooth and lustrous texture stored in a wide, flat jar.</p> <p>Created by a wizard who likes to gamble, a little of the lotion is rubbed on the hands and gives the user the ability to manipulate dice or other small bits of gambling apparatus for four hours. There is enough lotion in the jar for seven uses.</p>
21	<p>The <b>Tonic of Compression</b> is a blue-yellow liquid with black specks floating in it. It is in a small ampoule made of hardened sugar and is quite heavy for its size. The only way to open it is to break it.</p> <p>If someone eats the ampoule, the tonic will rush down the throat and shrink the user by one size (per the enlarge/reduce spell.) The effect lasts for four hours.</p>
22	<p>The <b>Potion of Tongues</b> is an orange potion with tiny motes floating within. Under close examination, those motes look like letters in various languages. The potion smells citrusy with herbal accents.</p> <p>When imbibed, the imbiber immediately gains the ability to read, write and speak every language, even magical ones. For the next two hours, the imbiber is a polyglot.</p>
23	<p>The <b>Cream of Rest</b> is an alcoholic brew in a beer bottle made from fermented goat's milk with chamomile, lavender, and other herbs that promote relaxation. It smells faintly of spoiled milk with flowery notes.</p> <p>When imbibed, it gives the imbiber the effect of a long rest. The imbiber recovers all abilities, spells, and attributes generally regained on a long rest.</p>
24	<p>The <b>Drops of Clear Vision</b> is a small bottle made from a hollow piece of amber. A glass rod is embedded in the cork closing the bottle to allow the liquid to be withdrawn one drop at a time. The drops are sunlight yellow and smell of the morning dew.</p> <p>One drop in each eye allows the user to have darkvision out to 60' that can see in full color no matter the lighting condition, even in complete darkness. The user does not have disadvantage regardless of the light condition as long as it is not magical.</p>
25	<p>The <b>Cream of Many Selves</b> is a white cream that takes on different colors depending on the light source. It can appear light orange to deep ocean blue. The cream smells like bitters soaked in alcohol and is roughly textured when rubbed on the face as though it were mixed with fine sand.</p> <p>When rubbed on the face while imagining a new look, the cream transforms the user into that new look, creating a perfect replica of the imagined being. The only restrictions are that the disguise is that of another humanoid and roughly the same size as the user. Unlike the disguise self spell, the changes cannot be detected. The cream lasts for four hours before wearing off. There is enough cream in the jar for eight uses.</p>

26	<p>The <b>Tonic of Sprightliness</b> is a clear coral-colored liquid in a tin flask. The flask is stylized with the design of a spring on its face. When the cap is unscrewed, the odor of the liquid within reminds one of a zesty spice mix.</p> <p>When imbibed, the tonic grants double the standard long and high jumping ability for one hour.</p>
27	<p>The <b>Potion of Seeking</b> is a deep blue liquid with small black iron filings on its bottom. When the bottle is shaken, the filings float in the liquid temporarily in the shape of a needle pointing towards the cork at its top.</p> <p>When imbibed, the imbiber sees a compass floating in the air at eye level. It is almost transparent and not distracting. When concentrating on a specific object, being, or place, the compass's needle rotates to point the direction to find that which is being visualized.</p>
28	<p><b>Corpse's Blood</b> is a thick, semi-congealed reddish liquid in a light brown bottle. It pours thick like molasses with chunks of herbs and has a coppery smell and taste.</p> <p>When imbibed, the imbiber's blood becomes electrified with power. Once per round, the imbiber can shoot an electrical bolt 20' at a single target and cause 2D8 HP lightning damage as a bonus action. The effect wears off after one minute.</p>
29	<p>The <b>Snuff of Sneezing</b> is a dusty powder that looks like nothing more than the dust swept off a dresser that hasn't been cleaned for a month. Smelling it proves it is odorless but causes an immediate sneeze.</p> <p>Snorting just before a battle causes the user to have uncontrollable and exquisitely timed sneezes. All creatures have disadvantage on their attacks against the user for one minute. There is enough snuff in the container for ten uses.</p>
30	<p>The <b>Oil of Heartiness</b> is made from a blend of herbs and animal glands and has a definite medicinal taste. It is stored in a small dark bottle with a notation in common that reads, "Good for what ails you."</p> <p>Imbibing it cures any current diseases and grants immunity to disease for seven days.</p>
31	<p>The <b>Perfume of Bug Repellance</b> is a light, lemony-colored liquid in an atomizer bottle. It smells strongly of sour lemons and alcohol and stings a bit when applied.</p> <p>When applied, the perfume acts as a powerful bug repellent. It works on all types of bugs, spiders, and giant forms. It even works on powerful spells like insect plague. When a single squirt of perfume is applied, any bug that approaches within 5' must roll a DC 16 Constitution saving throw or be repelled. For groups of bugs and spells, a single roll suffices. The perfume's effect lasts for four hours. The bottle has enough perfume for 20 squirts.</p>
32	<p>The <b>Elixer of Cheating Death</b> is a dark black, tarry liquid that tastes like ground bones flavored with castor oil and then cooked to a thick consistency. It smells like an overripe corpse sitting in the bright sun.</p>

	<p>When imbibed, it gives the imbiber some level of protection against death. For the seven days after imbibing, if the imbiber falls to 0 HP, the imbiber rolls a 15 Constitution saving throw to stay at 1 HP. Normal death saving roll rules apply if the imbiber fails the saving throw.</p>
33	<p>The <b>Ointment of Poison Protection</b> is a thick, oily feeling ointment with a slight odor of basil and garlic. It is stored in a ceramic jar with an oilcloth tied to its top to keep the cream fresh.</p> <p>When applied to the hands, the user can touch poisonous things without ill effect. The treatment lasts for four hours. The jar has enough ointment for seven uses.</p>
34	<p>The <b>Tonic of Toughness</b> is a thin alcoholic liquid with hints of rosemary and clam juice in a hip flask engraved with a humanoid radiating health.</p> <p>When imbibed, the imbiber gains the benefits of the tough feat for one hour.</p>
35	<p>The <b>Extract of Bullish Energy</b> is a syrupy liquid made from honey, ground bull's horn, hooves, peppermint, sage, and ginseng. It is stored in a small glass bottle with a cork with a spoon embedded to measure serving size.</p> <p>When a serving is consumed, the user's strength score jumps by 6 points for one minute. The bottle of extract has four doses remaining.</p>
36	<p>The <b>Dust of the Chameleon</b> is a fine powder made of ground chameleon skin and tail mixed with tobacco and orange peel. It is stored in a small dark blue bottle with a tiny silver spoon in a slot on its side.</p> <p>When snuffed, it gives the user the ability to blend into the environment. The blending effect works quickly enough that the user has advantage on stealth checks, and if the user is not moving, the user is effectively invisible. One snuff of the powder confers this ability for one hour. There is enough powder in the bottle for 15 doses.</p>
37	<p>The <b>Potion of True Age</b> is a carnation-colored liquid made from the distilled essence of several flowers and herbs. It has no odor and is stored in a small square, translucent orange bottle with a wax-sealed glass stopper.</p> <p>This potion reverses the effect of any age-altering magic or effect, restoring the character to the character's actual age.</p>
38	<p>The <b>Oil of Superior Hearing</b> is a thick, clear oil in a small transparent bottle with a dead earworm sitting at the bottom. The stopper has a glass dropper built into it to apply the liquid.</p> <p>One drop in each ear gives the user advantage on perception checks when listening. There are enough drops in the bottle for 50 applications.</p>
39	<p>The <b>Waters of Clear Sight</b> is a small bottle filled with a slightly yellow-tinted fluid. The top of the bottle is tapered to release just one drop of the liquid at a time.</p>

	When one drop is placed in each eye, the user gains x-ray vision for one round. During that time, the user can see through two feet of wood, one foot of stone, or four inches of metal as though it wasn't there. There are enough drops in the bottle for 20 uses.
40	<p>The <b>Potion of True Vision</b> is a light gray liquid in a translucent yellow bottle. The bottom of the bottle is covered with the debris of various herbs and a perfectly preserved eyeball. It has a bitter taste and smells slightly of pickling herbs.</p> <p>When imbibed, it grants the imbiber true seeing (as in the true seeing spell.)</p>
41	<p>The <b>Potion of Passage</b> is a muddy brown liquid with tiny motes of silica and mica floating in it, giving off an interesting sparkle when viewed through its transparent bottle. It had the deep earthy smell of a muddy plain after torrential rain.</p> <p>When imbibed, the imbiber can travel through rock and dirt like normal terrain. The effect lasts for ten minutes, and as the potion starts to wear off, the imbiber will notice that it is taking more and more effort to travel in the ground – a clear signal to get out before the potion wears off.</p>
42	<p>The <b>Perfume of Freshness</b> is an atomizer filled with a delightful liquid that smells like freshly air-dried laundry.</p> <p>One spritz of this perfume thoroughly cleans up a character. All the dirt, grime, blood, and other adventuring ugliness is immediately cleaned, leaving the character smelling clean and fresh. It does not mend clothing, though.</p>
43	<p>The <b>Potion of Purification</b> is a crystal clear, odor-free liquid in a transparent glass vial with a wax-sealed glass stopper.</p> <p>This potion can be poured into any watery substance up to a 10' cube, thoroughly cleaning and neutralizing it, turning it into sparkling clear drinking water.</p>
44	<p>The <b>Cream of Climbing</b> is a sticky liquid made from aloe vera juice and rubber tree sap. It is stored in a ceramic pot and covered with a thick wax stopper to keep it fresh.</p> <p>When rubbed on the hands, it acts as the spider climb spell and lasts for one hour. The pot has enough cream in it for five applications.</p>
45	<p>The <b>Powder of Volcanic Pain</b> is a snuff of ground hot pepper seeds mixed with tobacco. It is in a small, well-sealed narrow-mouthed bottle. When the cork is removed, the air around it radiates with the heat of the fine powder that escapes.</p> <p>When snuffed, it burns the nasal passages and lungs horribly and causes the user to turn beet red. This feeling rapidly passes as the magic of the powder takes effect. For one hour, the user has resistance to all fire-based damage. There is enough powder left in the bottle for three applications.</p>
46	The <b>Elixir of the Goodberry</b> is a small bottle with a thin greenish liquid filled with seeds. It smells of a newly plowed field when opened.

	<p>When a few drops are poured onto the soil, a goodberry bush grows. It takes ten minutes to become fully grown, forming 1D10+2 ripe goodberries ready to be plucked. They have the same properties and last the same amount of time as the magical ones generated by the goodberry spell. The bottle has enough elixir to grow seven bushes.</p>
47	<p>The <b>Cream of Dandelion Puff</b> is a fluffy white cream with thin strands of plant material with black ends distributed throughout the mixture. It has no smell, but it looks odd, more like mesh than a cream.</p> <p>When rubbed under the nostrils, the cream forms a mesh around the entire nose that can filter air out of water. The cream allows the user to breathe underwater for eight hours. The tub contains enough cream for ten applications.</p>
48	<p>The <b>Ambrosiac Mist of Agara</b> is a light chocolate-colored perfume in an atomizer bottle. It has no odor.</p> <p>When sprayed on, the magical effects make the wearer seem quite friendly. Creatures that should be foes take an instant liking to the wearer if they fail a DC 17 Wisdom saving throw and will not attack the wearer or the wearer's friends unless attacked first.</p>
49	<p>The <b>Elixir of Java</b> is a potent dark beverage that bubbles slightly and tickles the nose when its container is opened. It has a bitter but tolerable taste.</p> <p>A sip of this elixir fills the body with tremendous energy. For one minute, the imbiber can do things really fast (as in the haste spell.) When the minute finishes, the imbiber collapses to the ground with uncontrollable tremors while the spent elixir is flushed from the system. This purging process takes a full minute. The container has enough liquid in it for 12 sips.</p>
50	<p>The <b>Oil of Eagle's Flight</b> is a whitish-gray medium-thickness oil filled with tiny pieces of a soft down-like material. It smells like the inside of a chicken coop.</p> <p>When it is rubbed on the body, the user gains the abilities of an eagle for one hour. The user gains an 80-foot flying speed and the ability to see clearly for a mile while in flight. The user also gains advantage on all vision-based perception rolls until the potion wears off.</p>
51	<p>The <b>Tonic of Disappearing</b> is a pitch black tonic made from several alkaline roots boiled for hours to extract all their properties mixed with powdered mirror and diamond. It has a burnt bbq smell and is a bit scratchy when tasted.</p> <p>Drinking a dose of this tonic turns the drinker invisible per the greater invisibility spell. The vial contains three doses of the tonic.</p>
52	<p>The <b>Tincture of Commanding</b> is a cherry cough drop and lemon-flavored alcoholic brandy in an atomizer bottle. It has a pleasant taste and makes the throat feel relaxed and resonant.</p>

	<p>One squirt of the tincture in the mouth reshapes the vocal cords to have a peculiar resonance that makes others pay attention to what the user is saying. The squirt allows the user to speak a command word at one target per the command spell with a DC 14 Wisdom saving throw needed to shrug off the effect. The bottle contains 50 doses.</p>
53	<p>The <b>Potion of Cancellation</b> is a sticky oil that tastes like honeycomb and chalk.</p> <p>When imbibed, the imbiber's throat becomes coated with a honeycomb structure that allows the imbiber to hum in a complex resonance that negates all sounds in a 30' radius for one minute.</p>
54	<p>The <b>Extract of the Voice</b> is an alcoholic brew made from the strained remains of ground-up ventriloquist dummies soaked in whiskey. It is stored in a brass flask with a screw-on stopper. The flask is decorated with an engraving of an oversize ear on a head.</p> <p>When a dose is imbibed, the imbiber gains the ability to speak as multiple people at the same time and throw each voice up to 30' in any direction, targeting up to four creatures. Each must roll a DC 17 Wisdom saving throw or be confused per the confusion spell. The flask has enough liquid in it for three doses.</p>
55	<p>The <b>Ointment of Flexibility</b> is a thick tan ointment that melts when warmed in the hands and is easy to spread on the body. It smells vaguely of rubber tree sap and tingles as it is applied.</p> <p>A treatment with this ointment turns the user into a highly flexible rubbery being, able to twist, turn, and contort in various pretzel-like ways. This flexibility lasts for one minute and, while active, causes any who attacks the user disadvantage on their to hit rolls. Additionally, the user can squeeze through spaces as small as 1" wide while the ointment is still in effect. There is enough ointment in the jar for two applications.</p>
56	<p>The <b>Ampoule of Cold Resistance</b> is a snow-white powder completely sealed in a small sphere of hardened sugar. Several ampoules in a small, cold-to-the-touch silver box are lined with felt padding to protect them. When an ampoule is touched, it is so cold that it almost burns the fingertips.</p> <p>When an ampoule is ingested, the imbiber feels a sudden drop in body temperature as the powder takes effect. For one hour, it grants resistance to cold damage, whether magical or environmental. The box contains six ampoules.</p>
57	<p>The <b>Potion of the Spinning Eyes</b> is a clear liquid in a light green translucent bottle. The bottom of the bottle is filled with sediment. A note is engraved on the bottle that reads, "Shake well before imbibing." When the bottle is shaken, it becomes a crazy twirling array of colors. The mixture tastes brackish and extremely alcoholic.</p> <p>When imbibed, the imbiber's eyes change, becoming multi-colored swirling orbs. For one minute, the imbiber can use an action to focus on a creature and attempt to charm that creature per the hypnotic pattern spell.</p>

58	<p>The <b>Elixir of Repulsion</b> is a clear, syrupy liquid filled with tiny dark motes swirling within its depths. It is in a simple translucent white bottle with a thick U shape pressed into its front. It tastes like a thick sugar syrup with a slightly rough texture.</p> <p>When imbibed, the imbiber emits an aura that makes it difficult for others to approach. For one minute, any creature that approaches must roll a DC 17 Charisma saving throw to get within melee range. All other creatures will refuse to get closer than ten feet to the imbiber.</p>
59	<p>The <b>Powder of Disintegration</b> is a simple fine-grained gray powder stored in a small glass-lined box. The inside lid of the box holds a small glass spoon. The powder is odorless and cannot be removed from the box except by the enclosed spoon.</p> <p>When a spoonful is removed, the user can blow on the powder. It spreads out in a 20' cone from the user and attacks all metal objects in its path. All non-magical metal objects (armor, weapons, belt buckles, etc.) start rusting and fully disintegrate in three rounds. The powder does not affect magical metallic items.</p>
60	<p>The <b>Oil of the Crab Apple</b> is a tart, sour-tasting, slightly reddish oil stored in a small tube. It smells vaguely of apples and strongly of rancid oil.</p> <p>When imbibed, the oil grants the user resistance to all magical damage for one minute.</p>
61	<p>The <b>Extract of the Ghost Pepper</b> is a fiery red liquid in a clear glass bottle. When the stopper is open, the heat wafting from the bottle is so strong that it makes the eyes water.</p> <p>As an action, the user can swallow a portion of the extract and then blow out a flame breath in a ten-foot cone that causes 3D6 HP fire damage to all who fail a DC 16 Dexterity saving throw or half damage otherwise. There are six portions in the tube.</p>
62	<p>The <b>Ointment of the Rose</b> is a white ointment made from clarified pig's lard and infused with the delicate scent of a rose in full bloom. It is slightly reddish and is stored in a jar with an airtight stopper.</p> <p>Applying the ointment to the hands grants the user protection from evil to a 20-foot radius for one minute. It operates per the protection from evil and good spell except just against evil. There are seven doses in the jar.</p>
63	<p>The <b>Oil of the Saints</b> is a rosemary oil imbued with powdered filings from a religious relic. It is stored in a small bottle with a dropper and has a strong smell of rosemary and promises of things to come.</p> <p>When a cleric rubs a drop on the forehead, the cleric gains the abilities delineated in the commune spell. There are ten drops left in the bottle.</p>
64	<p>The <b>Powder of Hemlock</b> is a strong poison powder made from hemlock and other poisonous plants with just a touch of magic to help it spread in a controlled way. It is stored in a small glass-lined gold box with a gold spoon covered with mystical symbols stored within.</p>

	<p>When the user removes a spoonful of the powder and blows on it, it spreads in a 30' cone. Every creature in that cone must roll a DC 15 Constitution saving throw or receive 3D6 HP poison damage. Those who succeed take no damage. There is enough powder left in the box for five uses.</p>
65	<p>The <b>Potion of Muddy Travels</b> is made from swamp mud and algae thinned with sour vinegar. It has a rancid smell and looks unpalatable as it is filled with chunks of material of unknown origin.</p> <p>When ingested, the imbiber can travel through muddy terrain and waters without penalty for movement. The effect lasts 24 hours.</p>
66	<p>The <b>Oil of Clarity</b> is a small bottle with a stopper and eye dropper that contains an almost transparent blue oil infused with eyebright, bilberry, and fennel. It has a faint licorice odor.</p> <p>When a drop is placed in each eye, the user has immunity to all illusions and illusory effects for one hour. The bottle contains enough oil for ten applications.</p>
67	<p>The <b>Cream of the Craftsman</b> is a rough textured grayish cream that smells vaguely of freshly hewn lumber. It is stored in an elegantly engraved wood box lined with tin.</p> <p>When applied, the user gains advantage in skills checks using any tool or crafter's kit for 24 hours. The box contains four applications of the cream.</p>
68	<p>The <b>Potion of Blight</b> is a sickly green bubbling slime in a clear glass flask. It smells like rotted cheese mixed with decomposing corpses.</p> <p>When imbibed, the potion lasts for one minute. As an action, the imbiber can touch a creature as an unarmed strike and cause damage to it per the blight spell. The imbiber can touch a creature once per round until the effect wears off.</p>
69	<p>The <b>Tonic of Moonless Nights</b> is a metallic liquid that swirls around the bottom of the flask like quicksilver. When opened, the strong scent of garlic and purity can be detected.</p> <p>When imbibed, the imbiber is cured of lycanthropy or vampirism and returned to the imbiber's original state.</p>
70	<p>The <b>Lotion of Enhanced Sensitivity</b> is a sea-green cream infused with spider leg powder and melted spider webbing. It has no scent and is stored in a flexible tin tube.</p> <p>When applied to the hands and feet, the user can feel the subtlest vibrations in the ground and air. For its one-hour duration, the user has advantage on perception checks. There are four doses of lotion in the tube.</p>
71	<p>The <b>Tonic of Spirit Flight</b> is a cloudy gray watery liquid with a garlicky, honeyed aroma and a sweet and sour taste on the tongue. It is in a small glass flask with a screw-on cap that serves as a tiny glass.</p>

	<p>When a serving is imbibed, the imbiber's spirit leaves the body for up to ten minutes and can travel up to one mile from the body. The spirit has a movement speed of 100' per round. It is fully aware of the environment while invisible to those living there. The user's body is immobile the entire time the spirit is away, and it can return to the body whenever it wishes. It has full recollection of all it has seen and heard. If the spirit is more than 100' from the body when the time runs out, the user takes 1D6 HP damage per round until it is reunited with the spirit.</p>
72	<p>The <b>Oil of Deafness</b> is a thin, slippery oil smelling vaguely of heather and bergamot. It is in a small bottle with a glass applicator attached to its cap.</p> <p>When a drop is placed in each ear, the user is deaf for one minute. Deafness is useful when fighting against creatures that use sound as part of their attack modality. The bottle has enough oil in it for 12 uses.</p>
73	<p>The <b>Elixir of Grandeur</b> is a hearty, deeply flavored broth with a beef base. It has undertones of vegetables and herbs and is quite salty.</p> <p>When imbibed, the user's mind fills with grand visions of heroics and gains a +4 bonus to the primary stat for one minute.</p>
74	<p>The <b>Extract of Digestiveness</b> is a mint-flavored oil that has a chalky aftertaste when tasted.</p> <p>When imbibed, the imbiber becomes immune to the ill effects of anything ingested for 24 hours. Rancid food, excess alcohol, poisonous beverages, and other things that shouldn't be eaten are shrugged off with no ill effects.</p>
75	<p>The <b>Potion of Side Stepping</b> is a half oily, half watery liquid. The oil is orange, the water is blue, and the two liquids never fully mix, no matter how hard the bottle is shaken. The liquid tastes like masonry dust, leaving a gritty aftertaste in the mouth.</p> <p>When imbibed, any space wider than an inch can easily be traveled by imbiber for its ten-minute duration.</p>
76	<p>The <b>Tonic of Diminutive Size</b> is a potion made from a broth of various mushrooms and faerie dust. It is muddy brown with sparkly gold motes floating through it and has a definite umami odor.</p> <p>When imbibed, the imbiber shrinks two sizes. The effect of the potion lasts for ten minutes.</p>
77	<p>The <b>Powder of Clarity</b> is a chalk-white substance made from the powdered extract of various brain parts known for being the seat of intelligence.</p> <p>When snuffed from the small spoon in the tin, the user feels an incredible expansion of intellect, as though the world's workings have been revealed. For one minute, the user's intelligence increases by 4. There is enough powder in the tin for six uses.</p>
78	<p>The <b>Potion of Quiet Speech</b> is made from ground-up mind-penetrating parasites fermented in grape juice into a bitter-tasting, thin wine.</p>

	When imbibed, the imbiber can concentrate on one creature and telepathically communicate with it. The effect lasts one hour, and the imbiber can switch focus to another creature as a bonus action.
79	<p>The <b>Cream of Elasticity</b> is a light tan, somewhat sticky, and stretchy paste that smells vaguely of tree sap. It is stored in an airtight jar.</p> <p>When applied, the user's body tingles and can suddenly stretch arms and legs up to 15 feet, meaning the user can reach something 30' in the air. The effect lasts ten minutes. There are five applications of the cream in the jar.</p>
80	<p>The <b>Potion of Elemental Summoning</b> is a transparent, odorless, tasteless liquid with a wax-sealed stopper in a transparent glass bottle. Instructions are engraved into the bottle, telling the user to concentrate on a type of elemental before imbibing.</p> <p>When imbibed, the imbiber summons the type of elemental (earth, air, fire, or water) being concentrated on and controls the creature for one minute before it returns to its plane of existence. The creature has the same initiative as the imbiber and goes immediately after the imbiber.</p>
81	<p>The <b>Potion of Forms</b> is a distillation of rotted, fermented frog eggs mixed into a slurry of clay and honey, making a thick, vile tasting, and smelling potion.</p> <p>When imbibed, the imbiber can polymorph into any beast per the polymorph spell. Concentration is not required to maintain the form; the user can transform back at any time before the potion's effects wear off.</p>
82	<p>The <b>Powder of Pain</b> is a white powder made from dried, powdered willow bark and caffeine. It has a slightly bitter taste and burns a bit when snuffed. It is in a small amber bottle with a stopper and a built-in spoon to scoop out a portion.</p> <p>When using an action to snuff a dose, the user can focus on a target within 30' and cause that target 3D6 HP psychic damage and make a DC 15 Constitution saving throw. If the target fails, it is stunned until its next turn. There is enough powder in the bottle for seven uses.</p>
83	<p>The <b>Elixir of Ethereality</b> is a light, almost tasteless liquid sealed in a tightly stoppered and wax-sealed bottle. When it is opened, a faint fog rises from the bottle and cascades down its sides.</p> <p>When imbibed, the imbiber can enter and exit the ethereal plane at will for one hour.</p>
84	<p>The <b>Dust of Explosiveness</b> is a finely ground black-yellow-white mixture that smells vaguely of sulfur and ammonia. It is stored in an airtight bottle with a cork stopper.</p> <p>As an action, the user can put a spoonful in the mouth to hydrate it and spit it up to 20 feet. When it lands, it explodes, causing 3D8 HP fire damage to every creature within a 10' radius that fails a DC 14 Dexterity saving throw. Those who succeed in the roll take half damage.</p>

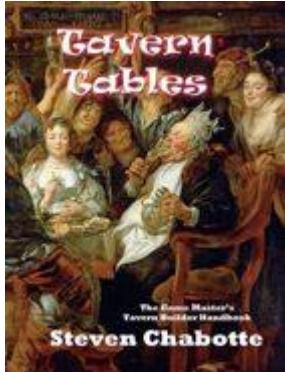
85	<p>The <b>Potion of Transference</b> is in a bifurcated bottle. One side contains a white liquid, and the other has a black liquid. They combine in the mouth to form a slick soap-flavored liquid when drunk.</p> <p>When imbibed, the imbiber gains the ability to switch places with another as a reaction. The imbiber can do this every round for one minute. Trading places is commonly used to change positions to avoid an attack or cause another to be hit by a successful attack.</p>
86	<p>The <b>Snuff of Charged Sneezing</b> is a yellow powder made from grinding up sunflowers picked as they face the dawn sun. The powder has a faint floral scent and is such a bright yellow that it seems to glow in darkened areas. The powder is stored in an opaque black glass jar with a small spoon attached to the stopper.</p> <p>The user can use an action to sniff a dose of this powder and then sneeze out a 20' cone of radiant energy, which causes 2D8 HP radiant damage to all who fail a DC 16 Dexterity saving throw. Those who succeed take half damage. The bottle has enough snuff for five doses.</p>
87	<p>The <b>Ampoule of the Oaks</b> is a sparkling clear liquid made from the tears of a dryad and the sap of an oak tree. It is stored in an amber-colored ampoule made from sugared maple sap.</p> <p>When eaten, the ingester gains the ability to step into a tree and out of another tree within 50' as a reaction. This ability lasts for one hour.</p>
88	<p>The <b>Potion of Oily Sludge</b> is a disgusting, thick, bubbly black oil with the crushed-up remains of centipedes.</p> <p>When ingested, the user gains the ability to turn into an oily ooze with a movement speed of ten feet. For one hour, the user can use an action switch to this form to squeeze through spaces as small as an inch wide. The user can switch back and forth at will for the duration.</p>
89	<p>The <b>Ointment of Brightness</b> is a sun-colored cream made from saffron and yellow corn silk mixed with various base ingredients to make a smooth, soothing cream.</p> <p>When applied to the hands, the entire body glows with the same lighting characteristics as a torch. The effect lasts ten minutes, and there is enough ointment in the jar for 12 applications.</p>
90	<p>The <b>Tonic of the Sea</b> is a vile-smelling fish and seaweed broth. It smells of the rotting sea at low tide and is quite salty. It is stored in a glass-lined tin container and has an image of a fish swimming in the ocean on its front.</p> <p>When imbibed, the imbiber gains the ability to swim at normal movement speed for 24 hours and to breathe underwater. The tin has four doses.</p>
91	<p>The <b>Potion of the Hunt</b> is a brackish-colored liquid that smells strongly of a dog after it has a bath.</p>

	The potion gives the imbiber a bloodhound's senses for one day. All tracking-based rolls during this time have advantage.
92	<p><b>The Potion of the Right Place at the Right Time</b> is an orange and ginger-flavored, tan alcoholic drink that tastes pleasant and leaves a clean aftertaste.</p> <p>When drunk, the imbiber gains superior knowledge of battle movement tactics. For one minute, any creature that attacks the imbiber does so with disadvantage.</p>
93	<p><b>The Potion of Lost Thoughts</b> is a highly acidic drink filled with the flavors of aged herbs giving it a somewhat musty smell.</p> <p>When imbibed, the imbiber falls asleep and forgets the events that happened in the four hours before imbibing the brew.</p>
94	<p><b>The Lotion of Motion</b> is a very slick, red-tinged oily lotion made from aloe vera sap and ground holly berries.</p> <p>When applied to the hands, the user cannot be petrified or caught by a hold person or similar spell for four hours. There is enough lotion in the bottle for eight applications.</p>
95	<p><b>The Tonic of Resurrection</b> is a syrup made from thickened alder tree sap mixed with sugar and the liquified remains of a call's afterbirth. It smells and tastes of sickly-sweet rot.</p> <p>When poured down the throat of one deceased for less than three days, the deceased one revives with full faculties.</p>
96	<p><b>The Powder of Plenty</b> is a purple-red powder that smells powerfully of a fruit compote cooking on a stove. It is in a large clay pot with a cork seal.</p> <p>Eating one spoonful of the powder gives one full nutritional requirements for 24 hours. The pot holds 30 spoonfuls.</p>
97	<p><b>The Extract of Glutinous Punishment</b> is a brownish alcoholic liquid that smells strongly of cow bones boiled for days to extract every last drop of flavor.</p> <p>When imbibed, the imbiber drops into a frenzied rage (per the barbarian berserker path). For one minute, the imbiber attacks as though in a frenzy and is resistant to bludgeoning, piercing, and slashing damage for the duration. The potion's magic carries you through this transformation and back to normal with no exhaustion effects.</p>
98	<p><b>The Potion of Stillness</b> is made from dew collected at that moment just before dawn when the entire forest is quiet and mixed with a widow's tears to make a rather bland, slightly salty liquid.</p> <p>When imbibed, the potion preserves the imbiber in its current state for seven days. This potion is ideal for someone about to die from battle, a poison, or a disease as it gives time to effect a solution.</p>
99	<b>The Dust of the Cat</b> is a powder made from catnip and chlorophyll-rich clover.

	<p>When snorted, it transforms the vocal cords to call forth any cats within a mile as creatures under the sway of the user. 4D8 cats become your compliant allies for one hour. They understand and can act on the user's commands but cannot communicate with the user. When the effect wears off, the cats disperse. The container has four doses.</p>
100	<p>The <b>Powder of Shielding</b> is made from finely ground ironwood tree leaves and spider silk. It is stored in a small copper box with a spider-web-shaped shield engraved on its surface.</p> <p>When breathed in, the user can sneeze as a reaction forming a shield that reflects a magical attack directed at the user. The user can redirect the attack to any creature within 10' of it. The power lasts for one minute. The box has enough powder for six uses.</p>

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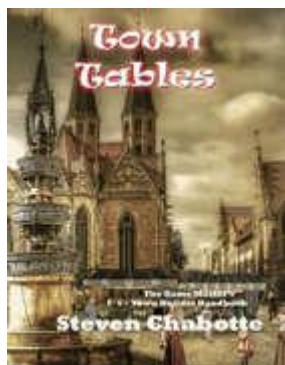


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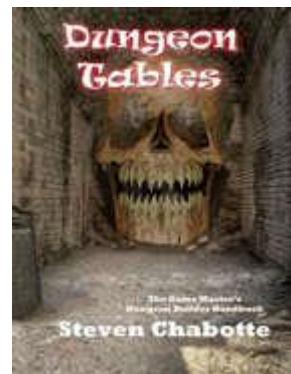


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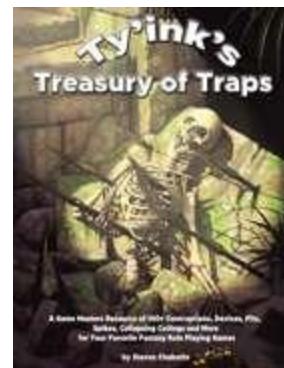


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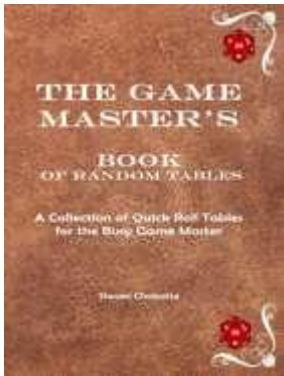
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